

OFFICIAL RULES



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Rules By: Cosmic Sensei

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INTRODUCTION

It's the Bottom of the 9th. The sun is shining and the crowds are cheering as Spitfire Sterling, at bat for the Emerald Empire Tea Party, steps up to the plate. The Tea Party has tied with the Necropolitan Bloodletters 5-5 since the Top of the 7th Inning. Pitching for the Bloodletters is none other than Jackie Lantern, clutching the golden Mageball tightly in her vine appendage. The Tea Party needs just one more point to break the tie and win the game. Half of the team is spent, either nursing burns, healing scrapes, or trying to get adhesive out of their hair. Jackie Lantern winds up for the pitch and throws a fierce curveball. Spitfire Sterling swings with a passionate flame in her eyes as the bat swings true.

The ball goes flying. It's going... going...
GONE! Spitfire Stirling hit the home run of all home runs!

Emerald Empire Tea Party Wins 6 - 5!

They may have won this match, but they've got a rematch next week to see who goes into the Playoffs!

Welcome to Mageball, the Astral Cluster's Favorite Pastime! Despite it being a fiercely competitive magical sport, it's also a game of family and unity. It's a game dating back centuries

since its conception. Starting off as a battlemage defense exercise, it has quickly taken the numerous worlds of the Astral Cluster by storm. And, at last, you get the chance to play Mageball from the comfort of your own home!

In *Mageball: The Arch-League*, you will take the role of a Mageball Manager tasked with guiding your own team of unique Mageballers to victory! It's a simple game to pick up, but a challenging game to master. Your Mageballers will have access to advanced tactics and regulation spells to help them get the edge on the diamond.

This book will offer you everything you need to play the game. You will learn how to read the Mageball Cards, when to cast spells, how to manage your team, and how to work on your gameplan.

Just remember: the game is all good, clean fun. Always walk away from the table with a shared mutual respect for your fellow Manager. It's a wholesome game of unity, after all.

PLAY BALL!

WHAT YOU NEED TO PLAY

Rule Book - This book you're holding for quick reference of the rules.

Reference Sheet - A printout of rolling tables and quick references to rules.

Mageball Cards - Cards holding all the information on your Mageballers to play the game.

Miniatures/Standees - The physical pieces representing each of your Mageballers on the board.

Game Board - The primary playing field.

Hazard Tokens - Used to mark where Hazard spells have been cast on the field.

Rune/Health Tokens - Helps keep track of damage taken by Mageballers and their burned runes.

6x Six Sided Dice - Used to resolve all rolls in the game.

3x Ten Sided Dice - Used as counters to keep track of Innings, and the scores for both teams.

A Means to Keep Score - This could be a printed out score sheet, a digital counter, you name it.

Mageball Tokens - Marks where the ball lands.

8x Pitch/Swing Cards - Used during the Batting Phase during the Batting/Pitching Contest.

Spell Reference Sheets - To reference Hazard and Pitch spells quickly.

SETTING UP THE FIELD

1. Unfold the game board and set it in the center of your playspace.
2. Sort the Swing and Throw cards into two separate decks.
3. Place the Scorecard down on the table. Set the red pawns off to the side next to the card. Place the ten-sided dice on the circles marked "Inning", "Home", and "Visitors" face up on 0.
4. Each Player (referred to as "Managers" through the rest of this book) receives a Reference/Dugout card to use during the game.
5. Each Manager picks 12 Mageball Cards and their corresponding cardstock miniature.
6. Sort the tokens into their own separate piles next to the game board along with the Measuring Guide and the six-sided dice.

If setup correctly, your game board should look similar to this:



IMPORTANT TERMS

d6 - The six-sided dice used to play the game. Throughout this book the number of dice needed for certain roles will be denoted in the format of “Xd6”. (Example: “3d6” means roll 3 6-sided dice.)

Manager - You and your Opponent.

Mageballer - The controllable units in the game.

Turn - The time one of the Managers performs actions within the game.

Round - When both Mageballers have taken their Turn, this marks a Round.

Cycle - When the game goes through its Phases of play, cycling back to the Prep Phase.

Offense - The team that is currently Batting.

Defense - The team that is currently Pitching and defending Bases.

Half-Inning - Consisting of one half of an Inning which is typically marked by 3 Outs. If Offense receives 3 Outs by any means, the Half-Inning ends and the game moves on to the next Half-Inning.

Inning - Consists of 2 Half-Innings. When both Half-Innings are over, the game moves on to the next Inning. This is the primary measurement for game length in Mageball. The first Half-Inning is called the “Top” of the Inning, while the second Half-Inning is called the “Bottom” of the Inning.

Strike - What the Batter misses the ball. 3 Strikes = 1 Out.

Foul Ball - When the Batter hits the ball into the crowd. Counts as a Strike, but never Strikes Out the Batter (explained further in the rules).

Ball - When the Pitcher throws outside of the Batting Zone. 4 Balls means the Offense can walk to the next base.

Out - When a Mageballer is taken out of play by either getting 3 Strikes or some other means of being out. 3 Outs marks the end of a Half-Inning.

Run - When a Runner makes it all the way around the Bases. This gives their team 1 Point.

Home Run - When the Batter hits the ball out of the ballpark, everyone on Offense that is on the field can run to Home unimpeded.

Zone - A quarter of the playing field marked by the big white numbers on the board.

Section - A space in the Zone where the ball can potentially land marked by the small black numbers on the board.

Outfield - Zones 3, 4, and 5. Fielders are positioned here to catch the ball when it is hit.

Diamond - Zone 2, where the Bases, Home, and the Pitcher's Mound is located.

Pitcher's Mound - The dirt circle in the center of the Diamond where the Pitcher is positioned.

Bases - The white squares on the corners of the Diamond. Baseguards defend them, Runners run to them.

Home/Home Plate - The Base that the Batter bats from and where all Runners need to run to after reaching all the other bases.

Lane - The sand paths leading up to each Base that makes up the Diamond.

Hazard - Spells that are used to deny an area on the diamond or the outfield.

Pitcher - The Mageballer positioned in the center of the Diamond tasked with throwing the ball past the Batter.

Batter - The Mageballer who steps up the Home Plate to hit the ball.

Runner - After the Batter hits the ball, they become a Runner who has to run to the next base before the ball makes it to their respective Baseguards.

Fielder - The Mageballer in the Outfield tasked with catching the ball and passing it to the Baseguards before the Runner reaches their respective bases.

Baseguard - The Mageballer tasked with defending their respective Bases by any means necessary

Batting Rotation/Batting Lineup - A selection of 6 Batters on the Offense team arranged in the order they will be Batting in during the Batting Phase.

HOW TO ROLL

Every roll in Mageball is determined by skill checks. These are resolved by rolling six-sided dice (d6's).

Checks & Saves

The only difference between a Check and a Save is context. A Check is when a Mageballer has to roll to see if they succeed in a task (batting a ball or throwing a pitch). A Save is when a Mageballer has to roll to see if they can get themselves out of a horrible situation (dodging a hazard or resisting a magical effect).

These are both done by rolling a number of d6's corresponding to a relevant stat (such as Batting, Pitching, etc), then picking your two highest dice to add together for your final result, discarding the rest. Their result is compared to a Target Number (TN) to see if they succeed or fail.

Example (Check): The Center Fielder wants to catch the Ball during the first turn of the Running Phase. They need to perform a Catching check with a Target Number of 8 to succeed. The Center Fielder's Catching stat is 3 so they roll 3d6, getting a 5, a 6, and a 3. 6 and 5 are the highest values being added together to get the final result of 11. Success! The Center Fielder catches the ball! The Runner is out!

Example (Save): The Runner triggered a magical Hazard in their lane. They need to make a Running Save with a Target Number of 8 in order to dodge the trap. The Runner has a Running stat of 4 so they roll 4d6, getting 5, a 4, a 2, and a 1. 5 and 4 are the highest values they rolled, adding them together to get the final end result of 9. Success! The trap was dodged!

Contests

Contests are much like Checks and Saves. However, instead of comparing your final result to a target number, you are instead comparing it to your opponent's final result to see who wins the Contest.

Example: The Pitcher pitches the ball. They have a Pitching stat of 4. They roll 4d6 and get a 3, a 5, a 3, and a 1. $5+3=8$.

The Batter has to hit the ball. They have a Batting stat of 3. They roll 3d6 and get a 2, 1, and a 5. $5+2=7$.

The Pitcher throws a strike against the Batter, having a higher roll (8) than the Batter's roll (7).

Edges & Snags

These are applied to a roll in special circumstances, such as an effect of a spell or the condition of a Perk or Pitfall.

Rolling with an Edge is as simple as doing your roll as normal, except you re-roll your choice of one or two of the lowest dice and pick the two highest dice to be your final roll.

Example: The Pitcher wants to cast a pitch spell against the Batter. This spell happens to give the Pitcher an Edge on their roll. They have a Pitching stat of 3. They roll 3d6 and get a 4, a 4, and a 2. Since they have an edge they decide to re-roll the 2 and get a 5 instead. $5+4=9$. Final result is 9.

Rolling with a Snag is the inverse of an Edge. You roll as normal, except you re-roll your two highest dice rolls and pick the two highest dice from your final roll.

Example: A Runner has triggered a Hazard they have a Snag against. They roll a Running Save. They have a Running stat of 4 so they roll 4d6 and get a 6, a 5, a 2, and a 1. Because they have a snag they must re-roll the 6 and 5, getting a 3 and 1 instead. $3+2=5$. Final result is 5.

When Rolling a Single Die

Sometimes your Mageballer will be put in a position where they only have a single d6 to roll for a Check or Contest. When this happens, you roll the die as normal. If you roll a 6, add it to your total and re-roll.

Example: Fielder rolls a 6, so they add it to their total and rolls again, getting a 3. Their final result is $6+3=9$.

READING THE CARDS

In order to actually play the game, it is vital that you know how to read your Mageballers' stats. What do they mean? How do stats affect Mageballers? What is even the context for all of these strange words on the cards? Not to worry, we have you covered in this section! Here we will discuss the stats, the skills, the spells, and even the perks and pitfalls of your Mageballers!

STATS

Every point in a stat is equal to the number of d6's you roll for Checks, Saves, and Contests.



Azuba & Bacon	
Health ★★★★★	Running ★★★
Pitching ★★★★★	Batting ★
Casting ★★★	Catching ★★

Health measures how much physical abuse the Mageballer can take before falling unconscious. When a Mageballer falls unconscious, they are pulled from the game for the rest of the Inning.

Running measures your Mageballer's speed, agility, and finesse. It also measures how far they can run in a single turn. It is also used to gauge their swiftness in dodging certain Hazards.

Pitching measures how good the Mageballer is at throwing the ball, whether it be against a Batter or passing it across the field to another Mageballer on Defense.

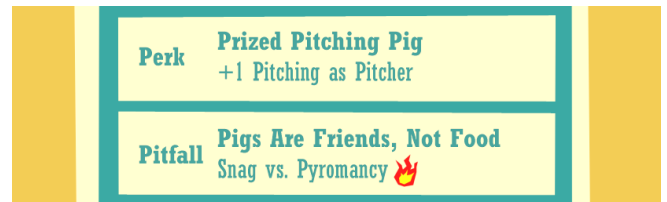
Batting measures how skilled with a bat your Mageballer is. The higher this stat is, the more likely they are to be able to win a contest against a Pitcher and hit the ball. It is also used to gauge their strength against Hazards.

Catching measures how well a Mageballer can catch a ball. The higher this stat is, the more likely a Mageballer will be able to catch a ball during the first round of the Running Phase, or catch a ball thrown to them by another Mageballer from across the field.

Casting measures how adept at spellcasting your Mageballer are. The higher this stat, the more likely their spell is able to win a contest against another Mageballer's Save or Contest Rolls. It is also used to gauge their mental fortitude against certain Spells and Hazards.

PERKS & PITFALLS

Perks and Pitfalls are two little added stats unique to each Mageballer. Perks and Pitfalls give the Mageballer an extra benefit... and an extra detriment.



Perk	Prized Pitching Pig +1 Pitching as Pitcher
Pitfall	Pigs Are Friends, Not Food Snag vs. Pyromancy 🔥

Perks benefit the Mageballer. They can be anything from a stat boost for a specific situation, an Edge or an Immunity against a certain type of magic, to even an added die to certain rolls. The right Perk could give the right Mageballer in the right situation a massive advantage.

Pitfalls mark a Mageballer's weakness that they must overcome during a game. This can be a Snag against a type of magic, a removed die in a specific situation, or a speed debuff.

BALLPARK MAGIC

Magic is the backbone of every Mageball Mageballer's skill set. After all, what kind of game is Mageball without magic? Each Mageballer knows two Pitch Spells and two Hazard Spells. A Mageballer's spells can come from any school of magic, and some Mageballers have an Edge or a Snag against certain schools of magic depending on their individual Perk or Pitfall.



Hazard Spells (denoted by the shield) are the magical traps that Baseguards can lay out on the lanes leading up to their bases. They can be anything from a wall of fire to a bottomless puddle. Their sole purpose is to slow down the Runner to make it easier for the Defense to get them Out.

Pitch Spells (denoted by the flaming ball) are - naturally - used by the Pitcher, and are some of the more dangerous and volatile spells in the officially sanctioned spell list. They have the sole purpose of gaining the upper hand against the Batter - the Pitcher imbues the Golden Mageball with their spell before throwing the pitch. What happens next could be anything from the Batter getting engulfed in a fiery explosion to the Batter - and unlucky Catcher - getting carried away by a strong gust of wind.

Runes are the magical lifeblood of the game. Defense can use runes to cast Pitch and Hazard Spells, while Offense can use them to deactivate said spells. Each Mageballer is only equipped with only four runes for the entire game, so make them count!

What is a Magical Immunity/Weakness?

Some Mageballers will have a Perk or a Pitfall that grants them an Immunity. Spells will not trigger if the Mageballer on the receiving end is immune to their school of magic. Inversely, a Weakness will have the spell trigger to its fullest effect without allowing your Mageballer a chance to negate it, counting as an automatic fail against the spell.

Schools of Magic



Aeromancy - The art of wind and sound.



Alchemy - The art of brewed potions and magical compounds.



Aquamancy - The art of water and ice.



Botanomancy - The art of plants and spores.



Divine - The art of positive, radiant, healing energy.



Infernal - The art of negative, punishing, or excessive vice energy.



Mechanomancy - The art of using machines to capture the utility of magic.



Necromancy - The art of death or lack thereof.



Pyromancy - The art of lava and flames.



Terramancy - The art of stone, dust, sand and dirt.

PLAYING THE GAME

THE BASICS

Movement - The number of spaces a Mageballer can move is directly tied to their **Running** stat. Think of your Mageballer's Running stat as a pool of movement points they can spend on their turn. To move Side-to-Side it costs 1 Running Point per space. To move Diagonally it costs 1.5 Running Points per space.

Push Yourself - Is a mechanic that allows a Mageballer to potentially move an additional number of spaces beyond their Running stat at a risk. When pushing yourself, the fact that the space is diagonal or orthogonal to the Mageballer does not matter. To push yourself you must simply use up all available Running Points, then declare that you are going to push yourself to move an additional space. You will then make a **Running Check** *before* you move to the next space past your Mageballer's maximum Running Stat. If you succeed, you can move that additional space forward. If you fail, your Mageballer takes **1 Damage** and is unable to move any further for the rest of that turn. For every additional space you Push Yourself, the Running Check gets more difficult.

PUSH YOURSELF (Running Check)	
1st Space	Target Number: 8
2nd Space	Target Number: 10
3rd Space Onwards	Target Number: 12

Actions - During their turn, each Mageballer can perform **1 Movement Action** and **1 Action**. These actions are:

Burn a Rune - the Mageballer can burn a rune to either gain a benefit, perform a special dodging action, dispel a rune, or cast a spell. (See "Burning Runes" for details.)

Catch the Ball - During the first round of the Running Phase, Defense can attempt to catch the ball in the air to catch the Batter Out by performing a Catching Check.

Catching Target Number: 8

Pass the Ball - (See "Passing the Ball" for details.)

Pick Up N' Pass - When the ball is on the ground, a Mageballer on Defense can pick up the ball and pass it on the same turn.

Passing the Ball - When passing the ball, Fielders are able to pass the ball to the nearest Baseguard without making a Catching Check. However, if the Fielder throws the ball to any Baseguard farther away, the Baseguard receiving the ball must make a Catching Check (**TN: 10**). On a success, they catch the ball. On a fail, the ball drops to the ground where they must wait until their next turn to pick up the ball.

The Ball can only be passed once per Turn. (Example: The Right Fielder passes the Ball to the 3rd Baseguard. The 3rd Baseguard must then wait until their next turn to pass the ball to the 2nd Baseguard and so on.)

Note: When determining the distance between Mageballers when passing the ball do not rely solely on the game spaces. Instead, use common sense, eyeball the distance, or use a measuring tool.

Burning Runes - Burning Runes is highly contextual between Offense and Defense. It is also dependent on what phase. For a Mageballer to burn a rune, a Manager must declare how many runes they will be burning, what abilities or spells they want to activate with the runes, and then cover up the appropriate runes on the back of the Mageball cards with Burned Rune Tokens.

Resolving Hazard/Pitch Spells - When a spell is triggered by a Mageballer, the one who triggered the spell must roll a contest against the Caster's Casting stat using the specified Save State for that spell. (Eg. Runner's Running Stat vs Baseguard's Casting stat for most Hazard spells.) Spells are always resolved with a Contest and may require further Saves to be rolled if specified by the spell.

Innings & Half-Innings - An Inning is the primary measurement of game length in Mageball. It is made up of 2 Half-Innings. A Half-Inning is a portion of the game where the Offense Manager bats and Defense Manager pitches. A Half-Inning ends when Offense receives 3 Outs. The next Half-Inning begins with the roles of Offense and Defense being reversed for the Managers.

Top and Bottom of an Inning - The Top of the Inning is the first Half-Inning where the Visiting Team Manager is on Offense. The Bottom of the Inning is the second Half-Inning where the Home Team Manager is on

Offense. They are called this due to the Visitors being on the top row of the scoreboard and the Home Team being on the bottom of the scoreboard traditionally.

Healing Bench - The Healing Bench is a vital part of the game. Not only is it the only thing that can heal your Mageballers (outside of Divine Spells), it can also be the only thing that can replenish runes throughout the game. The Healing Bench is marked on the edges of the board for both Managers right next to their Lineup. You can pull your Mageballers off the field at any time if you feel that they are running low on health. Every time the Cycle goes back to the Prep Phase, the Mageballer on the healing bench regains 1 Health. If the Mageballer is there for the remainder of the Half-Inning, they regain their Runes. You can only have 4 Mageballers on the healing bench at any given moment!

Batting Rotation/Lineup - The Batting Rotation is the single most vital mechanic for the Offense Manager. It consists of 6 Mageballers arranged in order of who bats first. During the Prep Phase the Batters in the Rotation can be rearranged or swapped out by the Manager for other Mageballers to respond to their opponent's strategy. However, Batters who have already gone are unable to be rearranged and must stay in their position on the rotation. They can, however, be swapped out for a Mageballer who is not in the rotation.

PHASES OF THE GAME

Mageball has three major phases of play in the game. The Prep Phase, The Batting Phase, and The Running Phase in that order. Whenever the game goes back to the Prep Phase it is called a **Cycle**.

Prep Phase: At the beginning of each Cycle there is the Prep Phase. This is where the Defense can rearrange their Mageballers and cast the necessary Hazard Spells before the start of the Batting Phase. Keep in mind that each Mageballer can only cast a spell once per Prep Phase. Offense is also allowed to modify their Batting Rotation during this Phase.

Batting Phase: The second Phase of the Cycle. When both Managers are ready, the Batting Phase begins. The Pitcher and the Batter choose their respective Throw Cards and Swing Cards, and then roll a series of Contests against each other until the ball is struck by the Batter or the Batter strikes out. In this phase, the Pitcher can cast any Pitch Spells they have available to them to help Strike Out the batter.

If the Defense is able to get three Outs on the other team, the Team on Defense switches to Offense and vice versa. If a Mageballer is Struck Out, the game goes back to the Prep Phase to restart the cycle.

Running Phase: The final Phase of the Cycle. When the ball is struck by the Batter (and isn't a Foul Ball), the game enters the Running Phase. On a hit, the Manager must roll to see how far the ball goes (see the Batting Chart for more details). The Batter will then be allowed to Burn a Rune to cast a Hazard onto the outfield if they so choose.

The Batter at this point becomes a Runner. The Runner must dodge any Hazards and make it to the next base before the Baseguard can get the ball to said base. Baseguards are also allowed to Burn Runes to cast a Hazard Spell on their respective Lanes once per Mageballer during this phase. If a Fielder is able to reach where the ball is about to land before the end of the first turn of the Running Phase and succeed in a Catching Check, this is an immediate out for the Batter, and any other Runners on the field must run back to the base they were on previously.

This Phase ends when all runners are either on a base or Out, returning the game to the Prep Phase.

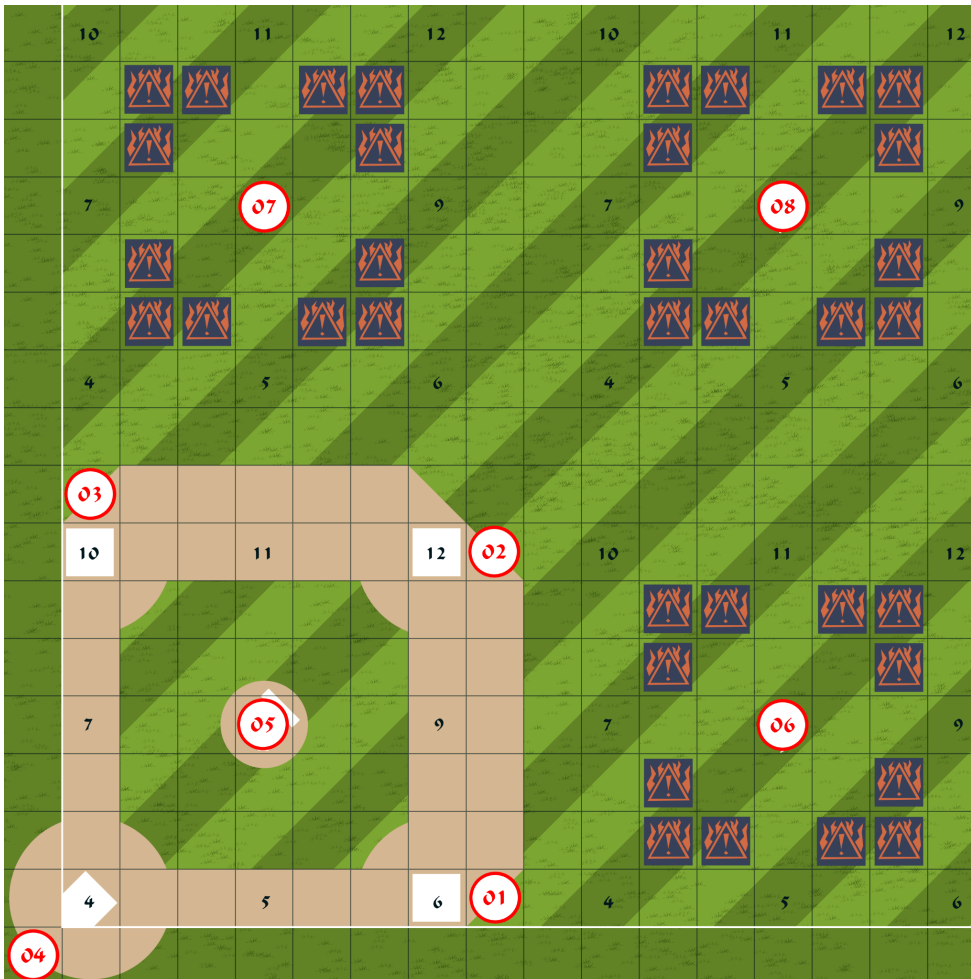
STARTING THE GAME

1. Both Managers decide who will be the Home Team and who will be the Visiting team. This can be determined one of two ways:
 - Both Managers roll a d6. Highest roll is the Visiting Team.
 - If playing at one of the Manager's houses, the guest Manager gets to be the visiting team.
2. The Visiting Team always bats first, and the Home Team always defends first. The Visiting Team sets up their batting rotation. A rotation consists of 6 Mageballers in the Visiting Team's Roster arranged in order of who is batting. The stats and info to pay attention to when determining good candidates for a Batting Rotation is:
 - Batting Stat
 - Running Stat
 - Health
 - Runes
3. Once the Batting rotation has been determined, the Visiting Team Manager must then set their batting Mageballers on the numbered spaces in the bullpen on their side of the board. The other Mageballers are set aside.

4. The Home Manager assigns their Defense Mageballers on the field. Please refer to the diagram on the next page when assigning your Mageballers on the field. The stats and info to pay attention to when determining good candidates for Defense are:
 - Running Stat (Fielders)
 - Catching Stat
 - Hazard Spells (Baseguards)

5. Once the Defense Mageballers have been assigned, the Home Manager picks their pitcher and sets them on the Pitcher's Mound in the center of the diamond. This can be determined by paying attention to the following stats:
 - Pitching Stat
 - Casting Stat
 - Pitch Spells
6. When both Mageballers are ready and the board is set, the game can begin

DEFENSE POSITIONS

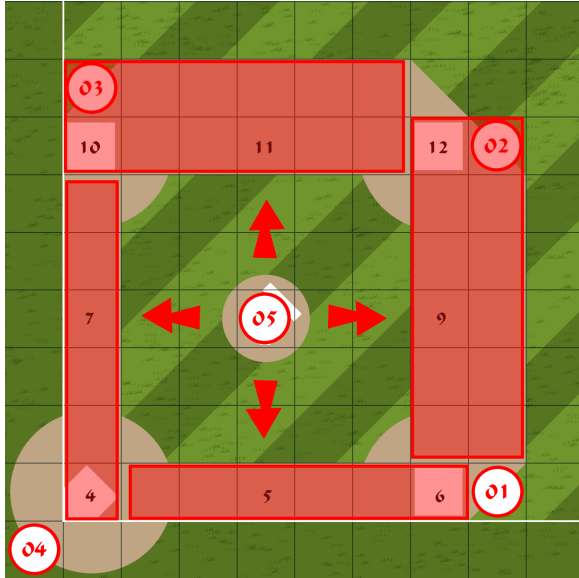


- 01
Pitcher
- 02
Catcher
- 03
1st Baseguard
- 04
2nd Baseguard
- 05
3rd Baseguard
- 06
Right Fielder
- 07
Left Fielder
- 08
Center Fielder

PREP PHASE

1. At this point the Baseguards are able to cast Hazard Spells in the sand Lanes leading up to their respective bases by burning a Rune of the same School of Magic. They are **not** allowed to cast spells in the lane leading up to the next Base.

Remember: Baseguards are only allowed to burn one of their runes per Phase to cast a spell, so no slathering the lanes full of Hazards before the game has even begun!



2. The Offense Manager will hold the Swing Cards in their hand while the Defense Manager will hold the Pitch Cards in theirs.
3. Both managers will pick a card in their hand to play face down. They will then reveal their card, compare the effects, and then roll a Contest with the relevant Edges or Snags applied based on their card choices (Batter's Batting stat vs Pitcher's Pitching Stat).
4. If the Defense Manager plays the "Mageball" Throw Card, they will roll the Contest with their Casting Stat instead. The Offense Manager can choose to burn a corresponding number of Runes to dispel the resulting Pitch Spell following the "Runes Burned" table in this step.

Note: All cards played are returned to the respective Manager's hand!

RUNES BURNED	EFFECT
1 Rune	Dispels a Pitch Spell with the same school of magic as the Rune Burned. Or Gain a temporary +1 to the upcoming Batting roll (Max of 6).
2 Runes	Dispels any Pitch Spell regardless of the school of magic.

2. The Pitcher is also able to cast Hazard Spells on any of the sand lanes to Assist the Baseguards.
- Remember:** Runes do not replenish between Innings unless the Mageballer is on the Healing Bench! Use them wisely!
3. The team on Defense may swap out Mageballers on their field for Mageballers they have on reserve.
 4. The Team on Offense may also rearrange their batting rotation if needed.
 5. When both Mageballers are ready, the game moves into the Batting Phase.

Remember: A Mageballer's Runes can only be burned once per game. Once all runes are burned, they will not be able to use Runes for the rest of the game or until they spend time on the Healing Bench.

5. During the contest, the Pitcher rolls first. They must roll a 6 or Higher to successfully pitch, otherwise it is considered a Ball. In the event that the Batter receives 4 Balls, they will be moved to 1st Base without triggering any Hazards. This is called "Drawing a Walk".

BATTING PHASE

1. The Offense Manager sets the first Batter in their rotation on Homeplate.

Pitching Table	
TN: 1- 6	Ball
TN: 7-12	Strike

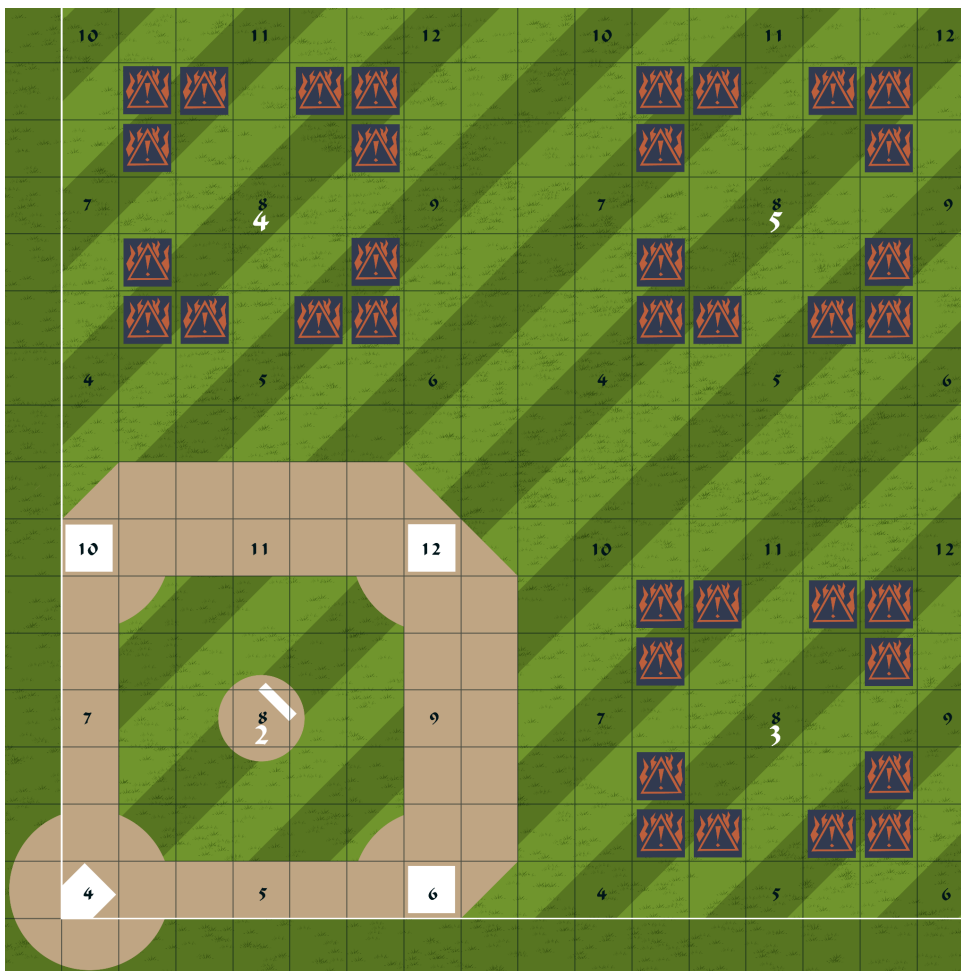
6. Once the Pitcher Rolls a 6 or Higher, the Batter will then Roll a Batting Check. If the Batter rolls lower than the Pitcher, it is considered a Strike. If the Batter ties with the Pitcher, it is considered a Foul Ball. If the Batter rolls higher than the Pitcher it is considered a Hit!

Batting Table	
Less Than Pitcher	Strike
Equal To Pitcher	Foul Ball
Greater Than Pitcher	Hit

Note: Foul Balls count as a 1st or 2nd strike, but never count as a 3rd Strike. It is impossible to strike out a Batter with a Foul Ball.

If the Batter gets a Strike or a Foul, repeat steps 3-6 Until the ball is hit or until the Batter gets 3 Strikes. In which case, they are considered “Out” and must be replaced by the next Mageballer in the batting rotation. If the Offense Manager gets three Outs, both Managers switch positions, giving the other Manager a chance to score points (more details in “How to Win”).

7. When the ball is hit, the Offense Manager rolls 2d6 and picks the most favorable of the two die results to determine which Zone of the field the Ball Lands in. They will then roll a Batting Check and pick any two of the d6's to add together to determine which Section of that Zone the ball lands in.



FIELD ZONES (2, 3, 4, 5)

1	Foul Ball
2 - 5	Refer to Board
6	HOME RUN!

ZONE SECTIONS (4, 5, 6, 7, 8, 9, 10, 11, 12)

2 or 3	Re-roll
4 - 12	Refer to Board

Note: If the ball lands on 2 - 8 (The Pitching Mound) the Pitcher must make a Catching Save (**TN: 10**). If the Pitcher fails their Catching Save, they will take 2 Damage from being stuck by the ball. If they roll under a 6 as their final result, the Pitcher is knocked out cold and must be replaced by another Pitcher.

- Once the Mageballers determine where the ball is going to go, they set the Mageball Token in the center of the Section (**Example: 5 - 9 on the Field**), and the game moves on to the Running Phase! It's worth noting that the zone outside of the foul lines is represented by 1 on the board, 2 being the diamond, 3 being the Right Field, 4 being the Left Field, 5 being the Center Field, and 6 is the area outside of the play zone that would score a Home Run. Rolling a 1 will give your Batter a foul ball, while rolling a 6 will give them a Home Run

On a Homerun, the Batter and any Runners on the field will be able to run around the Diamond counter-clockwise without triggering any of the Hazards, scoring Runs for their team!

- Before the Running Phase begins, the Batter can choose to Burn a Rune to cast a Hazard Spell anywhere on the Outfield. Any Field Hazard spaces (the red and blue warning signs) that come into direct contact with the spell in question, and the adjacent Field Hazard Spaces will take on the same magical properties as the Hazard cast on them.

RUNNING PHASE

- It is very important to note that during the Running Phase, Defense moves first! All Mageballers can Move and perform an Action. These actions are: Burn a Rune, Catch the Ball, Pass the Ball, Pick Up N' Pass.
- Mageballers get a number of Movement Points (MP) equal to their Running Stat. Spaces in a straight line cost 1MP, while diagonal spaces cost 1.5MP to move to. When a Mageballer runs out of MP they are unable to move for the rest of the turn unless they decide to Push Themselves to gain additional spaces (see below).
- Runners (The Offence Mageballers running to the next base) must run to the next Base counter-clockwise from the Home Plate. They are only able to run along the sand lanes of the diamond and may not under any circumstances run on the grass.
- When a Runner has run the number of spaces equal to their Running Stat, they can choose to either stay where they landed for that turn or

they can Push Themselves to run an additional space with a Running Check. For every space they Push Themselves, the Target Number increases by 2, capping at a maximum of **TN: 12**.

PUSH YOURSELF (Running Check)	
1st Space	Target Number: 8
2nd Space	Target Number: 10
3rd Space Onwards	Target Number: 12

If a Runner fails their Running check, they take 1 Point of Damage and do not move forward. Damage to a Mageballer can be tracked by either marking off their Health Points on the Manager's Team sheet, or by placing a Damage Token on their Mageball Card to signify that they lost a point of health.

- When a Runner comes across a Space marked with a Hazard Token, they must stop on that space and resolve any Saves or Effects from the spell before moving onwards. When triggered, the space is cleared of the Hazard unless stated otherwise by the Spell's description or their spell category such as:
 - Wall** - The spell stays active on the diamond until the Save is Passed, in which case the entire Hazard Vanishes.
 - Walk** - The spell requires a Save for every space traversed. Each Passed Save removes the Single Space of the Hazard that the Runner is currently on before moving forward.
 - Whole** - The spell is removed from the lane when triggered, regardless of whether the Runner's save passes or fails. If the spell is bigger than a Single Space, every Hazard Token related to the spell is removed. (**Example: Mini-Tornado is a 2x2 Space Hazard. If triggered, the entire spell is removed from the Lane after the spell is resolved regardless of a Pass or Fail**).
- Runners are able to burn their runes in order to dispel or bypass a Hazard in their path without needing to roll a check.

Note: Baseguards are able to burn runes during their turn in order to cast additional hazards on their lanes.

Number of Runes Burned	Effect
1 Rune	<p>Dispels a Single Hazard of the same school of magic as the Rune burned</p> <p>Or</p> <p>Leap over a Single Space Hazard.</p> <p>Or</p> <p>Cast a Hazard Spell on the field.</p>
2 Runes	Dispels a Single Hazard of any school of magic.

When all Runners on Offense have moved, the Defense Manager can move their closest fielder to intercept the ball. They may also have Baseguards cast Hazard Spells in response to Runners at the cost of runes. If the Fielder is able to make it to the same space the ball lands on in their first turn of the Running Phase, they can attempt to catch the ball before it hits the ground with a Catching Check.

CATCHING CHECK
Target Number: 8

On a successful catch on the first turn, the Batter (who is a Runner in this Phase) is out! However, if the Fielder fails their catching check, the ball fumbles onto the ground. The Fielder will be able to pick up and pass the ball on their next turn.

Note: It is possible for a Catcher to potentially catch a Home Run (If the Batter rolled a 6 when rolling the first roll to determine which Zone the ball lands in). This can only be done if the Fielder is able to run to the very outer edge of the Field and perform a Catching Check with a Snag (**TN: 10**).

- If the Fielder makes it to the ball on their second turn, they can simply pick up the ball and pass it normally.

- The Fielders on Defense must be extra careful when trying to run to where the ball lands in the outfield. Runners can choose to Burn Runes on their turn to cast Hazard Spells in the outfield. Field Hazard spaces on the outfield can be ignited by Offense Hazard Spells, potentially denying large areas of the field from the Fielders.
- When passing the ball, Fielders are able to pass the ball to the nearest Baseguard without making a Catching Check. However, if the Fielder throws the ball to any Baseguard farther away, the Baseguard receiving the ball must make a Catching Check (**TN: 10**). On a success, they catch the ball. On a fail, the ball is fumbled like in step 7.

The Ball can only be passed once per Turn.
(Example: The Right Fielder passes the Ball to the 3rd Baseguard. The 3rd Baseguard must then wait until their next turn to pass the ball to the 2nd Baseguard and so on.)

Note: When determining the distance between Mageballers when passing the ball do not rely solely on the game spaces. Instead, use common sense, eyeball the distance, or use a measuring tool.

- If the Ball and the Runner reach the Base on the same turn, the Runner and the Baseguard must roll a Contest (Runner's Running vs. Baseguards's Catching) to see who makes it to the Base first. If the Runner wins, they slide onto the base at the last minute and are safe! If the Baseguard wins, the Runner is out.

Remember: When a team reaches 3 outs, the half of the inning is over and the two teams switch positions!

HOW TO WIN

The game ends after the conclusion of the final Inning. Whichever team scores the most runs by the end of the game wins. If the Home Team is in the lead after the conclusion of the Top of the final Inning, the game ends with the Home Team winning since there isn't any way for the Visiting team to get ahead. In the event of a tie, the game will experience extra Innings, going on until one team is the lead by the end of the extra Innings or until both Managers decide enough is enough, and perform a tiebreaker Contest Roll with 1d6. Highest roll breaks the tie.

Remember: Mageball is a game about sportsmanship and bringing people together for a spectacle. Keep the game positive, especially if you're playing against your rival. If you don't walk away from a game with fond

memories of an intense match and a shared laugh, you're probably playing it wrong.

Now go out there and play ball!

What to do when Mageballers run out of Health:

On Offense, if your Runner reaches 0 Hit Points at any point while on the diamond, they will be Knocked Out and unable to make it to the next base. They will remain unconscious until the next Inning, when they will regain 2 Health. The Mageballer will need to be placed on the Healing Bench if the Manager wishes for them to recover more Health.

If Defense does not have enough conscious Mageballers to fill all of their positions, the game ends on that Inning and the points are tallied up.

ADVANCED STRATEGIES

TAKING A LEAD - Batting Phase. Offense Strategy.

The Offense Manager can choose to move any Runners they have on the field up to 2 spaces away from their respective bases. This is to help get a head start for the upcoming Running Phase. This puts the Runner at risk, however. If the Pitcher chooses, they can throw the ball to their respective Baseguard, forcing a contest between the Runner's Running Stat vs the Baseguard's Catching Stat. If the Runner succeeds in the contest, they are safe back on the base. If the Baseguard succeeds, the Runner is out.

At 1 Space away from the Base, the Baseguard rolls the contest with a Snag.

At 2 Spaces away, the Contest is rolled normally.

The Contest can only be triggered **ONCE**. If the Pitcher fails the contest, they will not be able to attempt it again for that Runner for the rest of that Batting Phase.

STEALING BASES - Pitching/Batting Phase. Offense Strategy.

If a Mageballer has a high enough Running Stat to reach the next base in a single turn after Taking A Lead, they can opt to run to the next base as soon as the Pitcher throws the ball to the Batter regardless of whether or not it was a hit.

If the ball is hit by the Batter, proceed to the Running Phase.

If the Batter rolls a Foul Ball, the Defence Manager will be able to choose either their Catcher, 1st Baseguard, or 3rd Baseguard to have the ball. They must wait a turn before Passing the ball to the respective Baseguard.

On a Strike or a Ball, the Catcher has the Ball and is able to pass it to a Baseguard of their choice. immediately on their turn.

Runners will **not** be able to steal Bases that already have a Runner on them.

GAME MODES

Lightning Play (Beginner/Quickplay)

Average Playtime: 20 - 40 Minutes

This is the quickest mode in Mageball. It only lasts one Half-Inning. The Visiting Team is given 2 Runs and are placed on Defense. The Home Team is on Offense. In the event of a Tie by the end of the Half-Inning, both Managers will have to roll a d6 as a tie-breaker roll. Because the game only lasts a single Half-Inning, there is less emphasis on Rune Scarcity and more emphasis on risky plays, brutal spell casting, and wise use of burning Runes to dispel Hazard and Pitch spells. The game ends after Offense receives 3 Outs.

Defense Win Condition: The Defense must prevent Offense from scoring 3 Runs by the end of the Half-Inning.

Offense Win Condition: Score 3 Runs by any means necessary during the Half-Inning.

Adept League (Beginner)

Average Playtime: 40 Minutes - 1 ½ Hours

This game mode consists of 1 or 2 Innings (Managers' Choice). There are no Extra Innings. Ties are to be resolved with a Tiebreaker Roll. This game mode uses the default win conditions. The team with the most runs wins the game. The game ends at the conclusion of the final Inning or if either team no longer has 8 Mageballers conscious on their team.

Arch-League (Advanced)

Average Playtime: 2 ½ - 4 Hours

The “official” game mode. This game can consist of 3 - 6 Innings (we recommend 3 to start). Extra Innings are encouraged, but not required as they can still be resolved with a tiebreaker roll. Due to the limited nature of Runes in Mageball, this game mode emphasizes resource management and proper Mageballer placement. Default win conditions apply. The game ends at the conclusion of the final Inning with one team having more Runs than the other, or if either Manager has less than 8 Mageballers still conscious on their team.

Realistic-League (Insane)

Average Playtime: 6+ Hours (Not recommended for one sitting).

This gamemode is for those who want to play a longer game off and on for multiple play sessions... or people who have a ridiculous amount of free time and dedication (we salute you). This game consists of 9 Innings. Extra Innings in the event of a Tie are highly encouraged for authenticity, but can still be resolved with a tiebreaker roll if the Managers choose. Runes replenish every 3 Innings. Default win conditions apply. If either team has less than 8 conscious Mageballers, an Inning is skipped to bring back unconscious Mageballers at minimum health on both teams. The game ends at the Bottom of the 9th Inning so long as there is not a tie. Otherwise the game keeps going until there is a victor (or until there is a Tiebreaker Roll). We urge anyone playing this game mode to send us video proof or a game log so we may immortalize it in our Mageball Hall of Fame!

CUSTOM LEAGUE

In this section, we will cover the rules for generating your own Mageballers, rules for building your own teams, and even rules for creating your own spells, perks, pitfalls, etc. With Mageball, homebrew is the real name of the game. One of the core pillars of Mageball since its conception is creativity.

BUILDING A MAGEBALLER

Concepts - When creating a Mageballer it's very important to have a good idea of who your new mageballer will be. Ask yourself questions like "Who are they?" "Where did they come from?" "What magic are they good at?" "What makes them unique?" and most importantly "What's the dumbest, punniest, yet coolest name I can give this person and still have it reflect who they are?" Let your imagination go wild. Use this as an opportunity to tell a story with who this Mageballer is.

Generating Stats - This is the most important part of your Mageballer to determine from the start and can be a good way to work out who your mageballer is at the beginning. Mageballer stats are not random. There are actually two methods for generating Mageballer stats: Order and Chaos.

Order - This system is used to make Mageballer's for more standardized competitive scenes and makes it so every Mageballer is on an even playing field from conception. Order Stat generation is a point buy system. Below is a table that has the minimum starting value of each stat, a maximum value for base stats, and a maximum a stat can go up to with Perks. Each Mageballer generated with this method is given 10 points to distribute to all of their stats as you see fit.

STAT	MIN (BASE)	MAX (BASE)	MAX (W/ PERK)
Health	2	6	8
Running	2	4	5
Batting	1	4	5
Pitching	1	4	5
Catching	1	4	5
Casting	1	4	5

Chaos - This is more for Mageballers made for a more casual and chaotic scene of play. This method uses the same table from above to determine minimums and maximums for each stat, but instead of being given 10 points, you instead roll 2d6 and pick the highest value between them to determine a stat. You do this six times (one for each stat) to get an array of numbers to distribute to each stat as you see fit. Another major difference is there being no upper limit to how you can enhance a stat with perks. Chaos players are meant for pure, chaotic casual play.

Note: In a Chaos-based game you can play with both Order and Chaos-generated Mageballers, however an Order-based game cannot play with Chaos players.

With your Mageballer's stats determined we can move on to the next step.

Making a Perk - Perks are fantastic if you want to give your mageballer a unique advantage on the field. However, that advantage does not always have to be strictly advantageous. Sometimes you can have a good laugh over how niche a perk can be. While making perks is not an exact science, here are some to give you some to use and take as inspiration. The names of these perks can be anything you want them to be. The effects need to have tangible gameplay influence.

+1 to [Stat] Save	+1 vs [Stat] Contest
+1 to [Stat] as [Position]	+1 vs [Magic School]
Edge vs. [Magic School]	+1 vs [Spell Catagory]
Immunity vs. [Magic School]	Immunity vs. [Spell Catagory]
+1/+2 to [Stat] if Bases are Loaded	+1/+2 to [Stat] if Bases are Empty
+1/+2 Health Recovery on Healing Bench	+1 Rune Recovery when Healed
+1 Rune Recovery every Prep Phase	+1 Health every Prep Phase
Burn 1 Rune for 2 Health	No damage on a failed "Push Yourself" Roll
+1 to Push Yourself Roll	Reroll 1's for [Stat] Save
Reroll 1's vs [Magic School]	+1 Pitching towards [Base]
+1/+2 if there are 2 Strikes	+1/+2 if there are 2 Outs

Making a Pitfall - Pitfalls are the polar opposite of Perks. They're meant to give your Mageballer a noticeable weakness no matter how big or small. These could be basic debuffs or hilarious effects that tell more backstory for your Mageballer. Making a Pitfall is not an exact science. With that in mind, here are some pre-made Pitfall effects for you to use and take inspiration from. The names of these pitfalls can be anything you like so long as they tell everyone more about your Mageballer and who they are.

-1 to [Stat] Save	-1 vs [Stat] Contest
Snag vs. [Stat] Save	Snag vs. [Stat] Contest
-1 to [Stat] as [Position]	-1 vs. [Magic School]
Snag vs. [Magic School]	-1 vs. [Spell Category]
Weakness vs. [Magic School]	Weakness vs. [Spell Category]
-1/-2 [Stat] if Bases are Loaded	-1/-2 [Stat] if Bases are Empty
Double Recovery time on Healing Bench	Unable to Heal on Healing Bench
Unable to Recover Runes on Healing Bench	+1 Damage on failed "Push Yourself" Roll
Unable to Perform "Push Yourself" Action.	Take 2 Damage to Recover 1 Rune
Reroll 6's for [Stat] Save/Contest	Reroll 6's vs. [Magic School]
-1/-2 Pitching when throwing to [Base]	-1/-2 Catching when passed ball from [Zone/Position]

Runes & Spells - This is where the meat and potatoes of the strategy of the game is located. Every player has them, they need them, and they can't live without them. Every player gets two Pitch spells, and two Hazard spells. They can be from any school of magic. When deciding which spells your players will have, don't think about what is or isn't a part of the metagame (or most optimal strategy). Instead think about why your player would know these spells and why they rely on them in their career. Build a story around them. Have the spells tell a story and show their personality. Located in

the back of this book is the entire spell list for the base game arranged in alphabetical order.

Pitch Spells are the spells the Pitcher can cast on the Mageball to gain the upper hand against the Batter.

Hazard Spells are the Hazards that can be used by Defence to protect the bases from Runners or Offense in the outfield to make it that much harder for Fielder's to catch the Batter out.

Runes are determined by what schools of magic the Player's spells happen to be. If a player only has Pyromancy, for example, they will only have Pyromancy as their Runes. However, if a player has two pyromancy spells, a necromancy spell, and an Aquamancy spell, they will have 2 Pyromancy Runes, 1 Necromancy Rune, and 1 Aquamancy rune. These are used for casting spells or performing special actions during certain phases.

DRAFTING YOUR TEAM

Building your team is as simple as picking your favorite players and slapping them together with a cool team name. Mageball teams require a minimum of 12 players, sometimes more. When building a team, it's always good to have a theme in mind. What makes them unique? What's their fan culture like? Where is their hometown or World Sphere? How do they view the sport? What are their team colors? What kind of uniforms do they wear? Your team can tell a story all their own!

MAKING MINIATURES

Whether they're printed out from cardstock, kitbashed together from other miniature lines, or lovingly modeled and 3d printed, how you make your team is your business! There are many methods for making your own miniatures to represent you Mageballers, and all of them are accepted at the table. Get creative!

MAKING MAGEBALL CARDS

Mageball cards are just as important as the miniatures for gameplay. However cool they may be though, they don't *strictly* need to be the 2.5"x3.5" card sizes. They could be entire printout sheets with all your Mageballer stats, tarot-sized cards, or even a boring spreadsheet of your own making. What matters is that you have a method for keeping track of your team's stats and be able to show them to your opponent whenever requested.

SPELLBOOK

Using the Spellbook

This section will act not only as a catalog of spells that come with the core rules, but also a quick reference guide for spell information relevant to the game. All spells and their schools of magic are arranged in alphabetical order. They are also divided into Hazard and Pitch categories for ease of reference. When referencing spells, they are formatted with their category (Wall, Walk, Whole, see below), the number of spaces the spells occupies, and what stat the Mageballer on the receiving end must roll in a contest (denoted as **[Stat] vs.** or **[Stat] Save**). It is assumed that all spells that require a contest are [Stat] vs Casting as detailed below.

Spell Categories

Wall - The spell stays active on the diamond until the Save is Passed, in which case the entire Hazard Vanishes.

Walk - The spell requires a Save for every space traversed. Each Passed Save removes the Single Space of the Hazard that the Runner is currently on before moving forward.

Whole - The spell is removed from the lane when triggered, regardless of whether the Runner's save passes or fails. If the spell is bigger than a Single Space, every Hazard Token related to the spell is removed.

(Example: Mini-Tornado is a 2x2 Space Hazard. If triggered, the entire spell is removed from the Lane after the spell is resolved regardless of a Pass or Fail).

Two Primary Spell Types

Hazard Spells (denoted by the shield) are the magical traps that Baseguards can lay out on the lanes leading up to their bases. They can be anything from a wall of fire to a bottomless puddle. Their sole purpose is to slow down the Runner to make it easier for the Defense to get them Out.

Pitch Spells (denoted by the flaming ball) are - naturally - used by the Pitcher, and are some of the more dangerous and volatile spells in the officially sanctioned spell list. They have the sole purpose of gaining the upper hand against the Batter - the Pitcher imbues the Golden Mageball with their spell before throwing the pitch. What happens next could be anything from the Batter getting engulfed in a fiery explosion to the Batter - and unlucky Catcher - getting carried away by a strong gust of wind.

Resolving Hazard/Pitch Spells - When a spell is triggered by a Mageballer, the one who triggered the spell must roll a contest against the Caster's Casting stat using the specified Save State for that spell. (Eg. **Runner's Running Stat vs Baseguard's Casting stat for most Hazard spells.**) Spells are always resolved with a Contest and may require further Saves to be rolled if specified by the spell.

Resolving Spells (Expanded) - When a Hazard is placed on the ground by a Mageballer, the Mageballer who casted the spell is responsible for the Contest if it is triggered. However, if the caster is a Baseguard or a Pitcher and they are swapped out for another Mageballer, the Mageballer who takes their position will be responsible for the contest instead of the original caster. If a Runner casts a spell on the outfield, they are responsible for the Contest if that spell is triggered *unless* they are Out or score a Run. In which case the responsibility of the Contest if triggered by a Fielder falls onto the next Runner who is furthest along the diamond. If there are no Runners on any of the Bases, the responsibility then falls to the Batter who becomes a Runner upon hitting the ball.

Burning Runes

Burning Runes is highly contextual between Offense and Defense. It is also dependent on what phase. For a Mageballer to burn a rune, a Manager must declare how many runes they will be burning, what abilities or spells they want to activate with the runes, and then cover up the appropriate runes on the back of the Mageball cards with Burned Rune Tokens.

What is a Magical Immunity/Weakness?

Some Mageballers will have a Perk or a Pitfall that grants them an Immunity. Spells will not trigger if the Mageballer on the receiving end is immune to their school of magic. Inversely, a Weakness will have the spell trigger to its fullest effect without allowing your Mageballer a chance to negate it, counting as an automatic fail against the spell.



HAZARD SPELLS



Fog of War

[Whole] 1 Space, Casting vs.

Creates a small cloud of illusory fog on the ground that becomes thicker depending on the caster's aptitude in casting.

On Fail: All Mageballers on their team rolls with a Snag vs. Hazards for 3 Rounds.

Gale Rune

[Whole] 1 Space, Running vs.

Creates an intricate, glowing sigil of swirling patterns on the ground that triggers when stepped on.

On Fail: Mageballer is suspended in a jet of air. Runner is unable to move/perform action for the rest of the round

Mini Tornado

[Whole] 2x2 Spaces, Running vs.

Summons a dangerous twister localized in a small area on the field.

On Fail: Take 4 Damage, Mageballer is unable to move/perform an action for the rest of the round.

Shockwave

[Whole] 1 Space, Running vs.

Creates a pocket of volatile sound waves just waiting to be disturbed by an unsuspecting victim.

On Fail: Stunned by a thunderous blast of sound. Discombobulated. Reduces Running by 2 for 2 Rounds.

PITCH SPELLS



Slipstream

No Save

Sends the ball spiraling towards the Batter at higher speeds in a swirl of wind. Pitcher rolls with +1 Casting.

Supersonic Fastball

Running Save, TN: 6

The ball breaks the sound barrier

On Hit: The bat shatters. Roll a Running save to avoid taking 1 Damage from the splinters. Ball is knocked out of the park (Home Run).

On Miss: Batter gets stunned by sonic boom. -1 Batting to the next roll.

Thunderball

Casting Save, TN: 6

The ball lets out a thunderous crack.

On Hit: All Mageballers on the field must make a Casting Save at the beginning of the round to make sure they are not stunned.

On Miss: Batter gets stunned by thunderous sound. Next roll is a Snag unless canceled out by an Edge. Catcher must make a Casting Save. If they fail, they drop the ball, allowing the Offense a chance to steal bases.

Typhoon Slam

Batting/Running Save, TN: 8

Pitcher rolls with an edge.

On Hit: Batter must make a Batting Save to not get carried off by the strong winds in the wake of the ball. If they fail, they will land where the ball lands and must run to first base from there. The Catcher must also perform a Running Check to not get swept away or suffer the same fate.

On Miss: Batter must make a Running Save or get thrown off the field and take 4 Damage.



HAZARD SPELLS



Fizzy Mine

[Whole] 1 Space, Running vs.

Places an unstable mine filled with an odd, carbonated liquid that bubbles ominously under pressure.

On Fail: Mageballer becomes stuck in place by sticky solidified sugar foam. Make a Batting Save (TN: 8) at the beginning of each Round to break free.

Liquid Greed

[Whole] 1 Space, Casting vs.

The caster shatters a glass bottle of a mystical shimmering gold liquid on the ground. The fumes make it almost irresistible and fills the afflicted with uncontrollable greed.

On Fail: Mageballer attempts to scoop gold liquid in their pockets. Unable to move/perform action for the rest of the turn. Casting Save at the beginning of each Round to break free.

Narcola

[Whole] 1 Space, Running vs.

A can of purple fizzing liquid attached to a mine is placed on the ground. It tastes like grapes with a melatonin aftertaste.

On Fail: Mageballer falls asleep, forcing them on the recovery bench until next Half-Inning.

Sparky-Spritz

[Whole] 1 Space, Running vs.

A can of green, fizzing, and sparking liquid attached to a mine is placed on the ground. It tastes heavily of lightning, caffeine, and electrolytes.

On Fail: Mageballer is electrocuted for 1 Damage, Unable to move/perform action for the rest of Round.

PITCH SPELLS



Bubblegum Bomb

Batting Save, TN: 8

On Hit: Ball explodes into a thick, pink glob. Batter must make a Batting Check. On a fail the Hit turns into a Foul.

On Miss: Ball explodes into a thick, pink glob. Batter must make a Batting Check to break free. If they fail, the next pitch will be uncontested. They must roll to break free before each Batting Contest.

Fizzing Fastball

Batting Save, TN: 8

Pitcher rolls with an Edge.

On Hit: The ball lets out a jet of fizz. Batter must make a Batting Save.

Failed Save: Ball fizzes towards the foul zone.

Passed Save: Ball hits the ground on the first round of the Running Phase. Cannot be picked up by a Mageballer until the next round.

Heavyweight Powder

Running Save, TN: N/A

On Hit: The Batter gets coated in a strange powder from the ball, making their limbs feel heavier. Batter runs at half speed for the first round of the Running Phase and has Snags on Running Saves.

On Miss: The Batter gets coated in powder, making their limbs feel heavier. Snag on next Swing unless canceled by an Edge.

Philosopher's Curveball

Running Save, TN: N/A

On Hit: Ball turns the bat into Lead. Hit becomes a Foul, Batter rolls a Snag throughout the Batting Phase, but rolls an Edge on Batting Saves even through the Running Phase due to the added weight of the bat.



HAZARD SPELLS



Bottomless Puddle

[Walk] 3 Spaces, Running vs.

Creates a shimmering, reflective puddle on the ground of impossible depth.

On Fail: Mageballer falls in. Running Stat halved (rounded down) until they leave the puddle. Once out, they will move normally on next round.

Geiser

[Whole] 1 Space, Running vs.

A spout of hot water forms underneath a patch of earth specified by the caster that bulges ominously from the built up water pressure.

On Fail: Mageballer gets shot into the air. 2 Damage and knocked back 1 Space, They are unable to Move/Perform an action for the rest of the round.

Ice Spray

[Walk] 4 Spaces, Running vs.

The caster shoots out a burst of freezing water which coats the ground in a sheet of ice.

On Fail: Mageballer slips and falls, slides to last space in the chain. Unable to move/perform action for the rest of the round and the next round.

Ice Wall

[Wall] 2 Spaces, Batting vs.

Creates a slippery, towering wall of shimmering ice that is impossible to climb. The Mageballer must power through the wall to proceed.

On Fail: the Mageballer is unable to break the wall of ice and must wait until next round to try again.

PITCH SPELLS



Blizzard Ball

Batting Save, TN: 8

Creates a flurry of frost and snow in the wake of the ball.

On Miss: Batter gets frozen. Must make Batting Saves at the beginning of each round to break free.

On Hit: Pitcher and Baseguards are frozen. Must make Batting Saves at the beginning of each round to break free.

Frost Ball

Batting Save, TN: 8

Encases the ball in a thick layer of ice.

On Miss/Foul: Batter must make a Batting Save or be partially frozen. If failed, the Batter's next swing is with a Snag unless canceled out by an Edge.

On Hit: Batter must make a Batting Save or be partially frozen. If failed, the Batter starts with -1 Running on the first round of the Batting Phase.

Tsunami

Running Save, TN: 10

Creates a tidal wave in the wake of the ball when thrown.

Batter rolls a snag against Pitcher.

On Miss: Batter and Catcher must make Running Saves to keep from being swept away. On failed saves, the Mageballer takes 2 Damage and is swept off the field. If the Catcher is swept away, Offense can attempt to steal bases. If Batter is swept away, it will be counted as a Ball.

On Hit: The Pitcher must make a Running Save. On a failed save, the Pitcher takes 2 Damage and is swept away to where the ball lands. Ball cannot be caught in the first round.

Water Sling

No Save, TN: N/A

Pitcher uses a whip of water to propel the ball faster. Pitcher rolls with an Edge vs. Batter for that pitch.



HAZARD SPELLS



Mantrap

[Whole] 2x2 Spaces, Batting/Running Vs.

A massive, bulbous pitcher plant sprouts from the ground. It looks hungry and gurgles ominously.

On Fail: Mageballer gets swallowed. They take 1 Damage every round they are trapped. They must make a Batting save at the beginning of the Round to break free. If they are unable to escape before the ball reaches a Baseguard or health reaches 0, they are placed on the Healing Bench until next Inning.

Nightcap

[Whole] 1 Space, Casting vs.

A big, blue mushroom cap sprouts from the ground. A shimmering cloud of spores is released from the fungus.

On Fail: Mageballer gets put to sleep by spores for the rest of the round and the next round.

Thicket

[Wall] 1x4 Spaces, Batting/Running vs.

A thick wall of trees sprouts from the ground. The Mageballer must either climb over or smash through the thicket to proceed.

On Fail: Mageballer is unable to climb over or power through foliage. Unable to try again until the next round.

Vine Snare

[Walk] 4 Spaces, Running vs.

A series of vines spread in a patch on the ground. They try to cling to the first living thing that gets near them.

On Fail: Mageballer is trapped by vines, they are unable to move, and must make a Batting Save at the beginning of each round to break free.

PITCH SPELLS



Confusion Sporeball

Casting Save, TN: 8

Covers the ball in hallucinogenic spores.

On Miss: Batter hit with hallucinogenic spores. Must make a Casting Save. On a Fail, the Batter rolls with a Snag for the next 2 Pitches. Snags can be canceled by Edges.

On Hit: Batter is hit with hallucinogenic spores. Must make a Casting Save. On a Fail, the Batter runs down the wrong lane at full speed, triggering any traps with a snag. Snags can be canceled by Edges.

Grapevine Launcher

No Save, TN: N/A

Launches a volley of Mageball-sized grapes, giving the Batter a Snag as they try to hit the real ball. Snag can be canceled by an Edge.

Shroom Cannon

Casting Save, TN: 8

Launches the ball out of a noxious spore. Pitcher has Edge vs. Batter.

On Miss: Batter must make Casting Save. On a fail, the Batter falls unconscious, allowing the pitcher to Strike them out uncontested.

On Hit: Batter held his breath. Baseguards and Pitcher must make a Casting Save or fall unconscious for 3 Rounds.

Vine Sling

Batting Save, TN: 8

The Pitcher uses a vine to sling the ball forward. The ball itself is encased in a cocoon of vines.

On Miss: Vines take root in the ground and cling to Batter. Batter must make Batting Save to break free. On a fail, the next Pitch is uncontested.

On Hit: The vines cling to the bat and let go to fling the ball towards the Foul Zone.



HAZARD SPELLS



Icon of Protection

[Wall] 2 Spaces, Casting vs.

A strange, golden figure appears in a flash of blinding light. Only the worthy may pass.

On Fail: Mageballer deemed unworthy and is unable to proceed past the radiant shield. The Mageballer must perform a contest at the beginning of their turn each round to try again. For every failed save, the Caster's team is healed by 1 Health.

Pillar of Enlightenment

[Whole] 1 Space, Casting vs.

A tall swirling pillar of light pierces the heavens and spears the ground.

When Triggered: Mageballer is healed for 2 Health.

On Fail: Filled with positive spiritual energy. Mageballer will be unable to move/perform an action.

Tome of Heroes

[Whole] 1 Space, Casting vs.

A mystical book bound in gold appears suspended above the ground. Its cover depicts mighty heroes from ages past.

On Fail: Mageballer is unable to resist reading the book and gets pulled into it, living out an entire lifetime of heroic exploits in mere moments. Mageballer is unable to move/perform an action for the current round and the next round.

Walk of Radiance

[Walk] 3 Spaces, Casting vs.

Creates a walkway of radiant pearl.

When Triggered: Heals all Mageballers for 2 Health per space traversed. Must make Casting Save at the end of the walk.

On Fail: The Mageballer is filled with momentary bliss. The Mageballer is unable to step off of the spell, move, or perform an action for that round.

PITCH SPELLS



Mending Ball

No Save, TN: N/A

On Miss: All injured players on the Pitcher's team are healed for 4 Health.

On Hit: All injured players in the game are healed for 4 Health.

Orb of Smite

Casting Save, TN: 8

Covers the ball in holy symbols.

On Miss: A pillar of light engulfs the Batter. They must make a Casting Save to prove their worthiness. On a failed save, they take 2 Damage.

On Hit: The Pitcher is engulfed in a pillar of light instead and must make a Casting Save to prove their worthiness. On a failed save, they take 2 Damage.

Radiant Ball

No Save, TN: N/A

The ball turns into a blinding light.

On Miss: Heals the Pitcher's team for 2 Health and Blinds the Batter, giving them -1 Batting for the next pitch.

On Hit: Defense has -1 Catching when trying to catch the ball in the 1st Round of the Running Phase.

Tranquility Curveball

No Save, TN: N/A

The ball emits a gentle glow.

On Miss: Batter is filled with overwhelming inner peace. All wounds/negative effects on their team are healed, but will not be able to contest the pitcher during the next pitch.

On Hit: All players on Defense are filled with an overwhelming sense of inner peace, forcing them to skip the 1st Round of the Running Phase.



HAZARD SPELLS



Icon of Sorrow

[Whole] 2 Spaces, Casting vs.

An ominous foreboding spectral face appears from a vortex. It weeps hopelessly.

On Fail: Mageballer becomes intensely and hopelessly depressed. Unable to move/perform an action for the rest of the turn.

Pillar of Torment

[Whole] 1 Space, Casting vs.

A swirling pillar of darkness erupts from the ground.

On Fail: Mageballer takes 2 Damage and is unable to move/perform an action after experiencing unspeakable mental tortures.

Tome of Temptation

[Whole] 1 Space, Casting vs.

A decadent book bound in the finest of leather appears suspended over the ground.

On Fail: Mageballer is unable to resist the temptation of reading the book and is pulled into it, forcing them to experience a lifetime of vices in a moment. They are unable to move/perform an action for the rest of the round and the next round.

Walk of Torture

[Walk] 3 Spaces, Casting vs.

A path of ominous shadowy spikes erupt from the ground.

On Fail: Take 1 Damage from the shadowy spikes. Mageballer has a Snag vs. Running Save for 1 Round for each failed save.

PITCH SPELLS



Binding Orb

Batting Save, TN: 8

Wraps the ball in hellish chains.

On Miss: Batter gets wrapped in hellish chains. Must make a Batting Save before every Pitch to break free, otherwise the Pitch goes uncontested.

On Hit: The Batter may choose which Mageballer on the opposing team to bind in chains instead. Mageballer will be unable to move/perform an action until they get a successful Batting Save to break free at the beginning of each round.

Hellish Fastball

Batting Save, TN: 8

Pitcher has an Edge vs. Batter.

On Miss: Batter takes 1 Damage.

On Hit: Batter must make a Batting Save. On a fail it burns through the Bat, counting as a Ball.

Succubus Charm

Batting Save, TN: 8

On Miss: Batter is completely infatuated by the caster for the rest of the game. Must roll Snags against all Contests against them, and rolls with a Snag against Hazards in their lane if they are a Baseguard.

On Hit: Caster becomes infatuated with the Batter for the rest of the game. Must roll Snags against all Contests against them, and rolls with a Snag against Hazards in their lane if they are a Baseguard.

Wrath Curveball

Casting Save, TN: 10

On Miss: Batter is filled with blinding rage. Must roll with a Snag for the next pitch.

On Hit: Batter must make a Casting Save. On a fail, they are filled with blinding rage, giving them a Snag on all Hazards for the next 3 Rounds of the Running Phase.



HAZARD SPELLS



Beartrap

[Whole] 1 Space, Running vs.

Sets a bear trap on the ground. There's nothing magical about it. It's literally just a bear trap.

On Fail: Trap snaps around the Mageballer's ankle. Take 2 Damage. Mageballer will be unable to move/perform an action for the rest of the round. Will have Snag vs. Running Saves until healed for 2 Health.

Cryo Bomb

[Whole] 1 Space, Running vs.

A mine is armed on the field. It is covered in blue vials and emits a strange fog from exhaust ports.

On Fail: Mageballer becomes encased in Ice. Unable to move/perform an action for the rest of the round. Must make a Batting Save at the beginning of each round to break free.

Explosive Mine

[Whole] 1 Space, Running vs.

Sets a conventional mine on the ground.

On Fail: Mine explodes. Mageballer is thrown back 1 Space and takes 4 Damage. Mageballer have Snag vs. Running Saves/Checks until healed for 4 Health.

Spring Launcher

[Whole] 1 Space. Running vs.

Places a platform attached to a spring on the ground. It's just **begging** to be stepped on.

On Fail: Get flung backwards 2 Spaces.

On Success: Get flung forward 2 Spaces.

PITCH SPELLS



Glueball

No Save, TN: N/A

Attaches a device to the ball that releases a quick drying adhesive.

On Miss: Batter is covered in an adhesive and must roll with a -1 to Batting on the next pitch.

On Hit: Batter is covered in an adhesive and must spend the 1st Round of the Running phase with -1 Running, and has a Snag on Running Checks.

Plastique Curveball

Running Save, TN: 8

Coats the ball in a plastic explosive.

On Miss: The Ball detonates! Batter must make a Running Save or take 4 Damage. Counts as a Ball.

On Hit: Roll where the ball will land. First Mageballer to come into contact with the ball will need to make a Running Save to avoid taking 4 Damage from the explosive.

Rocket Propelled Ball

No Save, TN: N/A

Launches the ball on the end of a rocket towards the Batter.

Pitcher rolls with an Edge vs. Batter.

On Hit: The rocket goes off course, sending the ball into the Foul Zone.

Sonic Ball

Casting Save, TN: 8

Attaches a speaker to the ball that lets out an intense sonic pulse.

On Miss: Batter must make a Casting Save or be stunned by a sonic pulse, giving the Pitcher an uncontested Pitch.

On Hit: Fielders within a 4 Space Radius around the ball must make a Casting Save or be stunned for 1 Round in the Running Phase.



HAZARD SPELLS



Banshee Rune

[Whole] 1 Space, Casting vs.

Creates a spectral rune on the ground that carries a faint, sorrowful weeping in the air.

On Fail: Spectral Banshee appears and screams at the Mageballer. Mageballer must run half their Running Stat backwards from the Hazard.

Bloodcurdle Rune

[Whole] 1 Space, Casting vs.

A foreboding blighted rune is scarred into the ground. When activated, a shadowy figure will appear and place a hand on the Mageballer's shoulder.

On Fail: Scared by a shadowy hand on their shoulder. Unable to move/perform an action for the rest of the round.

Necrotic Miasma

[Walk] 4 Spaces, Casting vs.

Creates a cloud of strange, purple and green mist

On Fail: Accidentally breathes in the strange green and purple mist. Takes 2 Damage for every failed save. If the Mageballer is knocked unconscious, they will not be able to come back into play until fully healed on the Healing Bench.

Trial of Hands

[Walk] 3 Spaces, Running vs.

Summons a bed of skeletal hands reaching out from the ground.

On Fail: Legs are grabbed and scratched at. Take 1 Damage and be held in place until the next round.

PITCH SPELLS



Ball of Fear

Casting Save, TN: 6

The ball is filled with a strange green essence.

On Miss: Batter must make a Casting Save or be paralyzed by fear. On a fail, the next Pitch will be uncontested, and the pitch after that will be with a Snag.

On Hit: Batter must make a Casting Save or be paralyzed by fear. On a fail, Batter is unable to move/perform an action for the 1st Round of the Running Phase.

Bloodshot

No Save, TN: N/A

The Pitcher inflicts 2 Damage upon themselves, filling the ball with their life essence to ensure the pitch is an instant Strike.

Screaming Skull

Casting Save, TN: 8

The ball is engulfed by a flaming, ethereal skull.

On Miss: Batter must roll a Casting Save or be haunted by the flaming ethereal skull, rolling with a Snag on all Rolls for the Rest of the Inning.

On Hit: Pitcher must roll a Casting Save or be haunted by the flaming ethereal skull, rolling with a Snag on all Rolls for the rest of the Inning.

Vampiric Curveball

No Save, TN: N/A

Engulfs the ball in a foreboding red aura.

On Miss: Batter takes 2 Damage and heals the Pitcher's team for 2 Health.

On Hit: Pitcher takes 2 Damage and heals the Batter's team for 2 Health.



HAZARD SPELLS



Burning Coals

[Walk] 3 Spaces, Running vs.

Creates a trail of red hot coals that burn with magical flames.

On Fail: Take 1 Damage from every failed save while traversing the Hazard.

Flame Wall

[Wall] 2 Spaces, Running vs.

Creates a raging inferno that towers high up into the sky. The Mageballer must be quick to pass through or be engulfed in flames.

On Fail: Get burned for 3 Damage and be unable to move/perform an action for the rest of the round.

Ring of Fire

[Whole] 1 Space, Running vs.

Creates a burning circle on the ground. If a Mageballer steps into the ring, the flames will burn higher and higher. They must be quick to escape the flame trap.

On Fail: Get surrounded by flames. Choose to either stay in place for the rest of the round or to take 2 Damage to keep moving.

Rune of Sparks

[Whole] 1 Space, Running vs.

Burns a rune of crackling electricity into the ground which is triggered when a Mageballer steps on it.

On Fail: Get shocked for 2 Damage and be unable to move/perform an action for the rest of the round.

PITCH SPELLS

Blaze of Glory

Batting/Running Save, TN: 10

Turns the ball into a magical fireball.

On Miss: The fireball explodes. Everyone on the Diamond must make a Batting or Running save. All Mageballers who fail the save take 4 Damage.

On Hit: Batter gets an automatic Home Run!

Flaming Curveball

Catching Save, TN: 8

Engulfs the ball in flames.

Pitcher rolls with a +1 to Pitching and has an Edge vs. the Batter.

On Hit: The ball flies back towards the Pitcher. The Pitcher must make a Catching Check or suffer 4 Damage and be knocked out. On a passed save, the Batter is caught out.

Lightning Striker

Batting Save, TN: 8

Imbues the ball with crackling electricity.

On Miss: The Catcher must make a Catching Check. On a fail, they are shocked by the ball, giving Offense a chance to steal bases. On a pass, the Batter will have a -1 to Batting on the next Pitch.

On Hit: Batter must make a Batting save. On a failed save, they suffer -2 to Running for the 1st Round of the Running Phase.

Magma Blast

Batting Save, TN: 8

Coats the ball in molten Rock.

Batter has an Edge because the ball is bigger from the coat of molten Rock.

On Miss: Batter takes 4 Damage. Considered a Ball.

On Hit: Batter must make a Batting Save. On a fail, the bat is incinerated, counting as an instant strike. On a pass, the Baseguards and Pitcher are showered in molten rock and take 1 Damage each.



HAZARD SPELLS



Quicksand

[Whole] 1 Space, Running vs.

The ground begins to bubble until it becomes a pit of quicksand.

On Fail: Mageballer gets stuck in the pit. Unable to move/perform an action until they pass a successful Running Save to escape. Must roll a Running Save at the beginning of each round to attempt to escape.

Sand Storm

[Whole] 2x2 Spaces, Casting vs.

Creates a cloud of shimmering sand that blows violently in even the calmest of winds.

On Fail: Mageballer gets sand in their eyes. All rolls are with a Snag for the next 2 Rounds.

Stone Launcher

[Whole] 1 Space, Running vs.

Carves a rune into the ground that when stepped on erupts into a perfectly smooth pillar of stone in an instant.

On Fail: Mageballer gets launched up and falls on their face, taking 2 Damage and being unable to move/perform an action for the rest of the round. Hazard stays on the field acting as "Stonewall" in 1 Space.

Stonewall

[Wall] 2 Spaces, Batting/Running vs.

A perfectly smooth wall of stone erupts from the ground. A Mageballer must either break through the wall or climb over it to proceed.

On Fail: Unable to climb over or break through the wall. Unable to move/perform an action for the rest of the round.

PITCH SPELLS



Alloy Fastball

No Save, TN: N/A

Encases the ball in a shell of metal.

Batter has an Edge vs. Pitcher.

On Hit: Bat shatters into splinters causing 1 Damage to Batter and counts as a Ball. Batter will roll with -1 Batting for the next Pitch.

Crystal Ball

Batting Save, TN: 8

Creates a crystal coating around the ball.

On Miss: The ball shatters mid-air, covering the batter in crystal particles. Batter must make a Batting Save or be trapped by crystals. Before each pitch, Batter must make a Save to break free. On a fail, the following pitch is uncontested by the Batter, leading to a strike.

On Hit: The Batter is covered in crystal particles. Batter must make a Batting Save to not be encased in thick crystals. On a fail, the Batter will be unable to Move/perform an action for that round. Must make a Batting Save at the beginning of each round to break free.

Dust Shot

No Save, TN: N/A

On Miss: Plume of dust hits the Batter in the face. Snag during the next pitch.

On Hit: Batter gets a plume of dust in the face. Snag vs. Hazards for the next 3 Rounds.

Seismic Slam

Running Save, TN: 8

On Miss: A tremor causes the Batter to stumble. -1 Batting on the next Pitch.

On Hit: A tremor erupts under the Batter. Roll a Running Save. On a fail, the Batter must run at half-speed (rounded down) for the first round of the Batting Phase.

